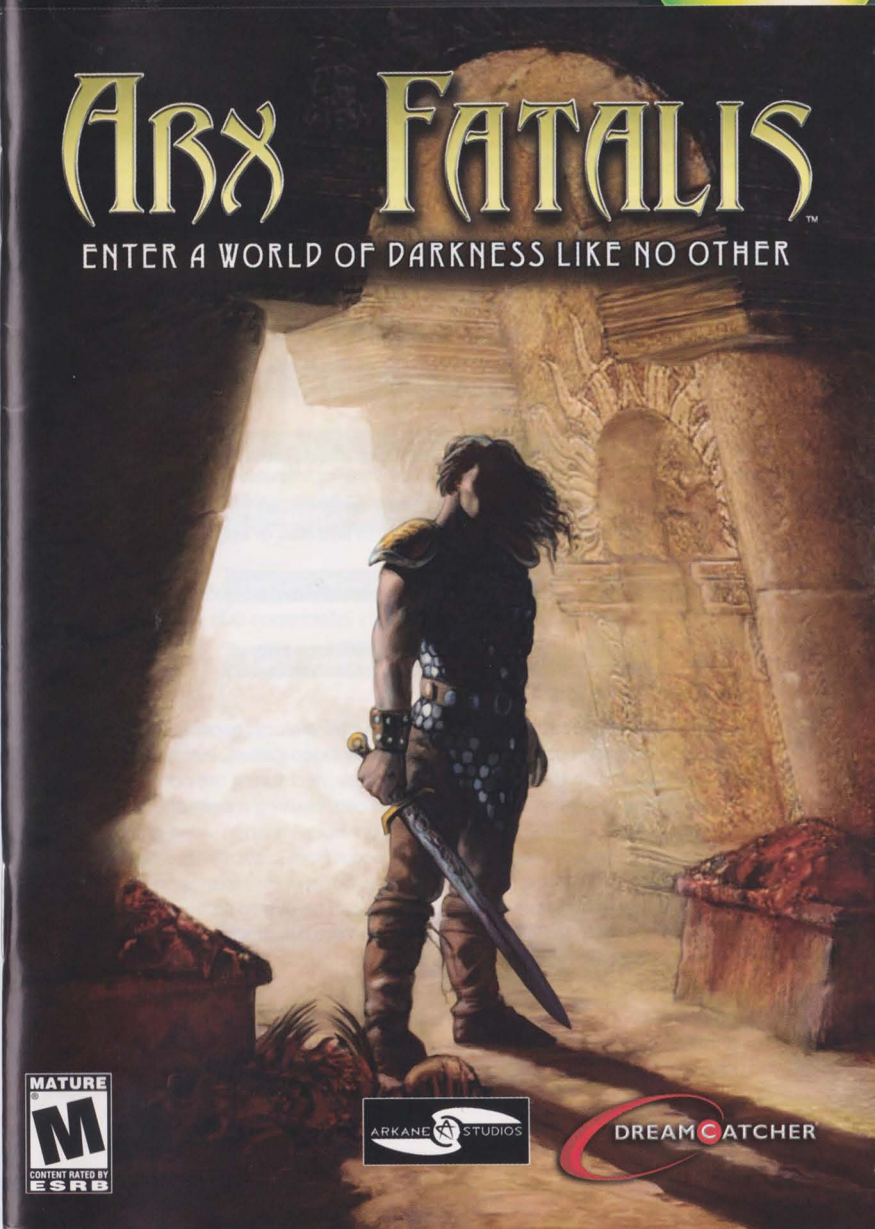
XBOX

ARX FATALIS™

ENTER A WORLD OF DARKNESS LIKE NO OTHER



MATURE
M
CONTENT RATED BY
ESRB

ARKANE STUDIOS

DREAMCATCHER

Safety Information

About Photosensitive Seizures

A very small percentage of people may experience a seizure when exposed to certain visual images, including flashing lights or patterns that may appear in video games. Even people who have no history of seizures or epilepsy may have an undiagnosed condition that can cause these "photosensitive epileptic seizures" while watching video games.

These seizures may have a variety of symptoms, including lightheadedness, altered vision, eye or face twitching, jerking or shaking of arms or legs, disorientation, confusion, or momentary loss of awareness. Seizures may also cause loss of consciousness or convulsions that can lead to injury from falling down or striking nearby objects.

Immediately stop playing and consult a dNovor if you experience any of these symptoms. Parents should watch for or ask their children about the above symptoms—children and teenagers are more likely than adults to experience these seizures.

The risk of photosensitive epileptic seizures may be reduced by sitting farther from the television screen, using a smaller television screen, playing in a well-lit room, and not playing when you are drowsy or fatigued.

If you or any of your relatives have a history of seizures or epilepsy, consult a dNovor before playing.

Other Important Health and Safety Information The Xbox Instruction Manual contains important health and safety information that you should read and understand before using this software.

Avoid Damage to Your Television

Do not use with certain televisions. Some televisions, especially front- or rear-projection types, can be damaged if any video games, including Xbox games, are played on them. Static images presented during the normal course of game play may "burn in" to the screen, causing a permanent shadow of the static image to appear at all times, even when video games are not being played. Similar damage may occur from static images created when placing a video game on hold or pause. Consult your television owner's manual to determine if video games can be played safely on your set. If you are unable to find this information in the owner's manual, contact your television dealer or the manufacturer to determine if video games can be played safely on your set.

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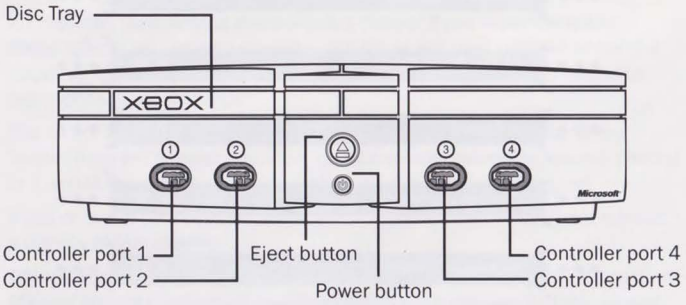
Using the Xbox Video Game System

1. Set up your Xbox™ video game system by following the instructions in the Xbox Instruction Manual.
2. Press the power button and the status indicator light will light up.
3. Press the eject button and the disc tray will open.
4. Place the Arx Fatalis™ disc on the disc tray with the label facing up and close the disc tray.
5. Follow the on-screen instructions and refer to this manual for more information about playing Arx Fatalis™.



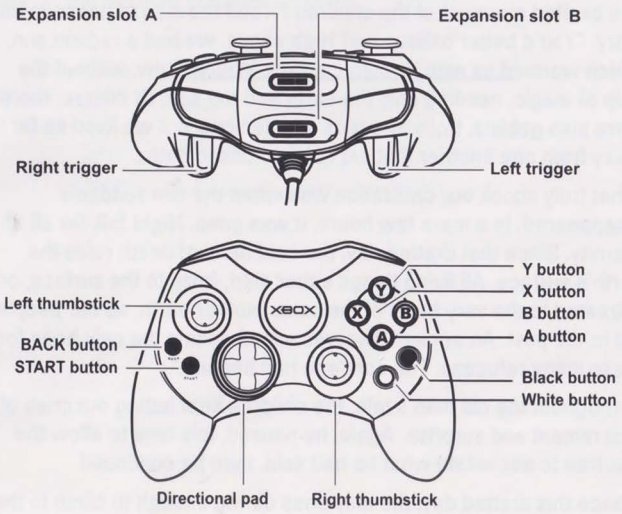
Avoiding Damage to Discs or the Disc Drive

To avoid damage to discs or the disc drive:

- Insert only Xbox-compatible discs into the disc drive.
- Never use oddly shaped discs, such as star-shaped or heartshaped discs.
- Do not leave a disc in the Xbox console for extended periods when not in use.
- Do not move the Xbox console while the power is on and a disc is inserted.
- Do not apply labels, stickers, or other foreign objects to discs.

Using the Xbox Controller

1. Connect the Xbox Controller to any controller port on the front of the Xbox console. For multiple players, connect additional controllers to available controller ports.
2. Insert any expansion devices (for example, Xbox Memory Units) into controller expansion slots as appropriate.
3. Follow the on-screen instructions and refer to this manual for more information about using the Xbox Controller to play.



Tales of an Old Man

The children, eyes glittering and bubbling with anticipation, drew closer to the couch where sat an old, gray-haired man in dirty clothing.

While some of the children were mumbling and giggling at the sight of the trembling old man, all grew silent as, in a harsh voice, he began to tell his tale.

"Well, children...," the old man paused, coughing. "Our world was not always as you know it today. A long time ago, according to legend, everyone lived in the fortress, aboveground. Over their heads, there was what they called a blue sky, where smoke, which went by the name of clouds, floated."

The excited murmurs of the children forced the man to pause in his story. "You'd better believe me! High above, we had a radiant sun, which warmed us with its magical rays. Wheat grew, without the help of magic, needing only the earth and the sun. Of course, there were also goblins, trolls, dragons and demons, but we lived so far away from one another that we rarely crossed paths.

What truly shook our civilization was when the sun suddenly disappeared. In a mere few hours, it was gone. Night fell, for all of eternity. Since that dratted day, the cold hand of death rules the earth's surface. All living things either died, froze to the surface, or retreated to the very heart of the same mother earth, as our people did in the past. An ancient dwarves mine became the only hope for these many refugees. The dark age had begun..."

Throughout the old man's tale, the children kept letting out cries of amazement and surprise. Again, he paused, this time to allow the children to assimilate what he had said, then he continued.

"Since this dratted day, the only ones daring enough to climb to the surface, in search of other refugees, are the members of the Travellers' Guild. Below, where we are, each race has taken over a section of the mine. Today, magic is all we have to feed ourselves. Without it, we could not have survived until now.

Several levels below us are the goblins and rat-men, who have managed to survive by either stealing from us, or eating what we throw away. Everyone has finally found his place in this world.

Lunshire the Fair is a good and just king, who protects us from the demons lying in ambush at our fortress doors. You're happy with your lives because you grew up here and don't know of anything else. Listen to my tale, and imagine how wonderful life would be in a world with no limits, no tunnels, and no caves. A world where blinding light shines forth from a radiant sun, and not from some miserable wavering torches or because of magic spells!"

As if replying to a command, the torches begin to flicker violently, and their flames suddenly shoot up to the ceiling. The scared children huddle together and raise their eyes to this strange sky.

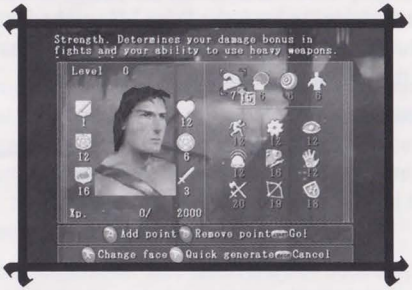
"There is a way to bring an end to all this suffering," cried out the old man, "A mighty God, one who has the power to end the misery of our existence by bringing back the Sun..." He sighed, and his voice died away. "But this is another story. I'm tired now. Leave me alone, you brats ..," the old man coughed violently.

I. At the beginning, Arx...

CREATING THE HERO

At the start of the game, you will have 16 attribute points and 18 skill points that you must distribute as you wish, thereby determining the experience and areas of expertise of your hero. Move the cursor with one of the attributes/skills, and determine the points with the Ⓐ button.

The "Quick generate" option (Ⓨ button) makes it possible for the game itself to determine how the points for skills and attributes will be distributed.



MEANING OF ICONS:

Armor class

Resistance to magic

Resistance to poison

Health

Mana

Damage

CHOOSING DIFFICULTY LEVEL

In Easy mode, your opponents will be weaker, and thus easier to defeat.

DESCRIPTION OF THE INTERFACE

(1) Health Gauge: When the health gauge is empty, your hero will fall to the ground, unconscious. The game will then be over. The health gauge fills up little by little. You can also obtain additional health by eating, or using a life potion. If you've been poisoned, your health gauge will turn green, and steadily drop.

(2) Mana Gauge: Once this gauge is empty, you can no longer cast spells.

(3) Stealth Status: Indicates whether or not you are hidden in the dark.

(4) Power Gem (COMBAT Mode): Indicates the power of your attack, when you charge up for an attack.

(5) Precast Spells: Displays the icons of precast spells which are ready to be cast.

(6) Equipment Status: This icon will be increasingly red the more damaged your equipment is. Don't forget to repair your weapons and armor before they break down!

(7) Inventory Ring: Lets you quickly use the objects in your inventory.

(8) Active Spells: Shows the icons of the spells actually cast over your hero.

(9) Torch: The torch will be displayed if you are actually using light.

(10) Crosshair: Lets you select an object/character in the scene.

(11) Description of the object selected.

(12) Map: Displays a section of the map of the area currently being explored.

(13) Up one Experience Level: Once you have gained enough experience, this icon will be displayed to indicate that you have earned a level of experience and can now distribute new points for skills/attributes (see "Character Sheet" section).

EXPLORATION MODE

Move: Left thumbstick. Pull gently to walk, and harder to run.

Turn the head: Right thumbstick.

Interaction: Crosshair at the centre of the screen, place over an object/character and press button Ⓐ.

Whenever interaction with an object or character is possible, text indicating the nature of this interaction will be displayed in the bottom right-hand corner of the screen (speak to someone, activate a lever, pick up an object, etc.).

Bend: Click the left thumbstick. To stand up, click again.

Bend over, at an angle: Click and hold the right thumbstick, while simultaneously moving it to the left or right.

COMBAT MODE

Press Ⓑ to draw your weapon. If you have no weapon, you can fight with your bare hands.

Pull the right trigger to charge your attack. The longer you hold it, the more powerful your attack will be. This will be indicated by the gem at the centre of the screen, which will light up.

Aim at your enemy, and release the right trigger to deal your attack.

Be careful you don't hit any walls, as your weapon can be damaged if it sustains severe shocks.

Note: If you have enough "Ethereal" skills points, an aura will surround the gem whenever you strike an enemy. The redder this aura, the greater the degree of harm you will have inflicted on your enemy.

MAGIC MODE

(⊗ button)

Pressing ⊗ during the game will enable you to cast magic spells.

See III The magic of Ederneum for complete details on magic in Arx.

STEALTH

Note: In Arx Fatalis, you have the option of using stealth to reach your goals. An enemy can identify you if you make noise, or enter into his field of vision while it is light.
A slight pull on the left thumbstick will let you walk instead of run. Your hero will make less noise while walking, and will be less likely to draw the attention of enemies.
The armor worn can be either an advantage or a disadvantage.
In the same vein, be careful to not walk over surfaces that are overly noisy.
In general, "listen to your footsteps," to hear whether or not you are making too much noise.
The "Stealth" skill also helps lower the noise you make when you move around.

Note: Some enemies, such as the undead, are able to sense you, and will not wait to hear you approaching to locate you.

To avoid being seen by enemies, you can also hide in the dark. To do this, you will need to blow out the torches in the passages, either with magic or by using a bottle of water on a lit torch (see **"Inventory Ring"** to learn how to use objects on other objects).

The stealth indicator, located underneath the health and mana gauges, indicates whether or not you are hidden. The more in the black section of the bar the cursor is, the more hidden you are in the darkness.

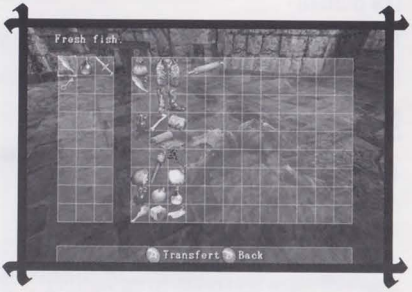
Make sure that your own torch (in your Inventory Ring) is snuffed out, and favor night vision to approach your enemies in the dark.

If you are able to hit an enemy in the back before he locates you, you will inflict twice the damage.

Never hesitate to throw objects (see **"Inventory Ring"**) to lure your enemies into corners, then sneak up behind their backs.

SPECIAL INTERACTIONS

Search a body, chest or barrel (Ⓐ button)



Place the crosshair on your enemy's corpse and press Ⓐ to search it.

The enemy's inventory is then displayed on the screen. The Directional Pad lets you move the cursor, while the Ⓐ button, allows you to select from one inventory to the other.

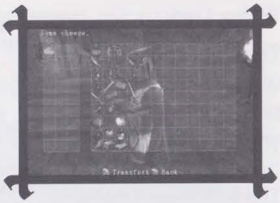
You can similarly search a chest, barrel or cabinet.

Steal from someone (BACK and Ⓐ buttons)

If you have more than 50 "Stealth" skills points, you can steal from the characters in the game without them becoming your enemies.

To steal from someone, first approach them carefully. When you're close enough, if the character has something that can be stolen, a purse will be displayed at the bottom of the screen.

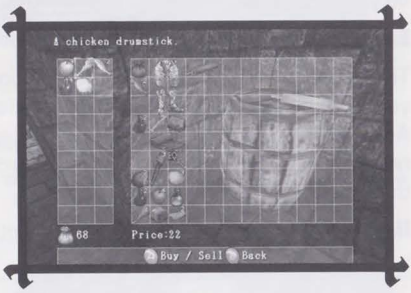
Press BACK to go to the inventory section. The inventory of the person you are about to steal from is displayed, and you will then be able to rob him of his possessions. (see **"Search a body, chest or barrel"** to learn how to transfer objects from one inventory to another).



Buy / Sell Objects (A button)

To buy objects, search one of the chests in the store (see **"Search a body, chest or barrel"**).

A screen will display the objects in the store's chest that are for sale.

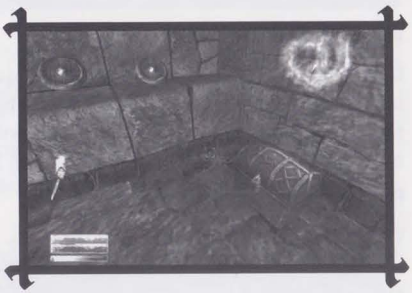


Press A to buy the selected object.

You can also sell objects, with the exception of those objects that are grayed-out in your inventory. Press A to sell it.

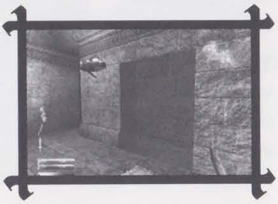
Traps and Secret Passages

Throughout the game, you will happen upon chests and other booby-trapped objects. If your "Intuition" skill points are sufficient, these will be displayed in red, as shown on the right:

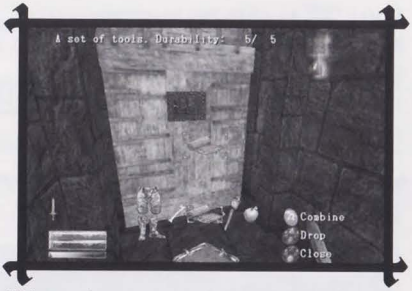


To disarm the trap, you will need a toolkit or the proper spell.

A good level of "Intuition" skills will also enable you to detect secret passages and buttons. These will be displayed in blue, as shown on the right:



Pick a Lock



Throughout the game, you will have the opportunity to pick locks by using your tool kit on the doors that you wish to open. The results will depend on your technical skill.

Enchant an Object

Throughout the game, you will have the opportunity to cast spells on your own objects. You will need to first use an ingredient (such as Amikar's rock) on the object you wish to enchant. The object is then ready to be enchanted. You need only place it at your feet and cast the "Enchant object" spell.

Here are a few ingredients, and the effect they have on weapons:

Name	Effect
Garlic	Gives a Dexterity bonus
Amikar's rock	Makes weapon and armor, impossible to damage
Bone Powder	Gives a Strength bonus (depending on where the bone is from)
Golem's heart	Unknown effect

Identification of Objects

Certain objects in the game are labeled as "Unidentified." Properly using these requires that you have a high level of Object knowledge skill. Once you have a sufficiently high skill score, the object will be automatically identified, and you can use it to its full potential.

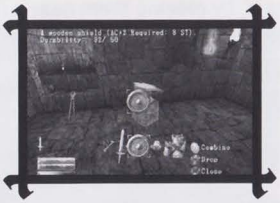
Repair Weapons and Armor

Weapons and armor have a limited life span. The status of your weapon is indicated in its description.

You can have your weapons repaired by a blacksmith. To do so, you will need to use the weapon/armor to be

repaired on the blacksmith. The cost of the repairs will appear next to the crosshair. Press Ⓐ to have the weapon repaired.

Note: Use your quiver on an arms merchant to get a supply of arrows.



You can also personally repair your weapons, by using your weapons/armor on an anvil. In the latter case, you will need to have a high object knowledge skills score to ensure that the repairs turn out as planned.

Distill Potions

Knowing how to concoct potions that can restore your health or mana can be very useful. Certain potions (such as the invisibility potion) are more difficult to make than others, and require a higher object knowledge skill score.

To concoct a potion, you will first need to obtain an empty flask (or, use a flask containing wine or water, drinking its contents to empty it - take care to not drink wine too quickly, lest your character becomes drunk! You will also need a mortar. Use the mortar on a plant, to obtain a powder.

- Then, use the powder on the flask, to fill it up.
- Find a distiller. Use the powder-filled flask on the distiller to obtain the potion.

Manage Hunger

When you hear "I'm hungry," use food to sate your hero's hunger. For example, a roasted chicken is more filling than a small mushroom, and will appease his hunger for a longer period of time.

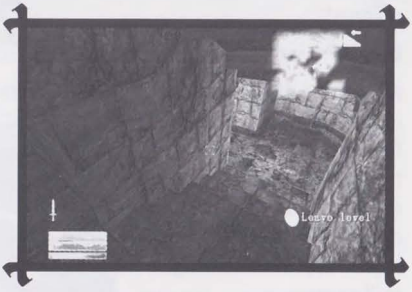
Do not hesitate to try various combinations of ingredients, to create elaborate dishes that will feed your hero as quickly as possible.

Certain raw foods cannot be ingested as is. You will first need to cook them, by placing them near a fire. (see **"Inventory Ring"** to learn how to throw an object to the ground).

Leave a Level

Throughout the game, you will discover passages and stairs leading to different levels in the underground kingdom of Arx.

Whenever you find one of these passages, a stairs icon will be displayed in the upper right-hand corner of the screen. Close your Inventory Ring, if it is open, and press Ⓐ to follow the passage.



Use the Key Ring

During the game, you should find a key ring as quickly as possible. Use your keys on this ring to attach them to it. Then, use the key ring on a locked door. If the corresponding key is on your key ring, the door will open. This object is very useful, as it decreases the space taken up by keys in your inventory.

INVENTORY RING

(Directional Pad)
Use/equip your objects and give them to someone

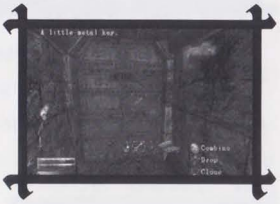
The objects collected during your adventures can be accessed directly from your Inventory Ring. This inventory can be opened by pressing the Directional Pad (any direction).

The left/right directions on your Directional Pad allow you to scroll through the objects in your inventory. The up direction lets you throw the selected object, while the down direction lets you close your Inventory Ring.

When an object is selected, the Ⓐ button makes it possible for you to use this object (e.g., drink a life potion, light a torch, arm a weapon, etc.).

Note: When a torch is lit, or a weapon armed, you can reverse these actions, i.e., unequip them, by selecting the objects and pressing Ⓐ.

You can also use/combine an object from your inventory with an object that is found in the game environment. To do this, place the crosshair on the object and open your Inventory Ring.



If the selected object in your Inventory Ring can be used with the object sighted, the cursor will become animated and your Inventory Ring icon will move as shown below:

Note: The same process is followed for giving an object to a character.

III. The Magic of Ederneum

There are two magic modes in Arx Fatalis. The "Arcade Magic" mode (can be activated in the game options) is an easily accessible, instant magic mode.

Experienced players can try out Arx Fatalis' unique magic simulation system, by disabling the "Arcade Magic" option.

MAGIC SIMULATION

- This magic is that which you can use while travelling through Arx Fatalis: it is the magic of Ederneum. The magician must bring forth the power of the elements by pronouncing the formula of the powers, while tracing the related runes in the air. Launched in certain sequences, these runes combine to activate magic spells.
- You will first need to equip the runes found, so that they can be added to your Spell book (see **"Spell book"** section).
- Each spell consists of a sequence of runes.
- For example, the "Ignite" spell is conjured using the sequence "Create Fire". The related runes are thus "Aam" (Create) and "Yok"(Fire).

Note: When in your Spell book, you can view the sequences of runes corresponding to each of the spells (see "Spell book").

- When you are in Magic Mode (to do this, press the ⊗ button), you must carry out the combinations, or "combos", of those runes making up the spells you wish to cast.

To do so, use the directions on your Directional Pad.

Note: The rune "combos" can be found in your magic book (see "Spell book" section).

- To cast the "Ignite" (AAM, YOK) spell, you must begin by doing the combo for the AAM rune:
- To do this, press once on the right direction on the Directional Pad.

The AAM rune is recognized. You will hear the rune's name, and the rune itself will be displayed in the upper right-hand corner of the screen. It will also appear as a drawing in the center of the screen.

Once your rune has been recognized, do the following rune combo: YOK.

To do this, use the Directional Pad, first down, then to the right, and finally, up.

Once the rune has been recognized, your sequence is ready. Press Ⓧ to cast the spell.

Note: If you accidently cast the wrong rune, you will need to cancel the sequence and start over. To do this, press Ⓧ to exit, then press Ⓧ to enter Magic Mode again.

You can also pre-cast a spell for later use. To do this, once your sequence is ready, press Ⓨ to send the spell to memory and save it for future use.

Certain spells will require that you designate a target on which the spell will be cast (for example, to cast a spell on an object). A target will then be displayed. Target the desired object/character and press Ⓐ to cast the spell.

You must have sufficient mana points to be able to cast a spell.

To stop a spell that has been cast, enter in Magic Mode (Ⓧ button), select the spell then press Ⓑ. This will allow you to end that spell.

Note: Your level of magic skill will have a significant result on the spells you cast. Don't try to call up a demon if you're not sufficiently skilled... the result may surprise you!

ARCADE MAGIC

In "Arcade Magic" mode, if you have acquired and equipped runes while playing the game, pressing Ⓧ will display a screen for selecting the spells offered by these runes. Simply choose your spell, using the Directional Pad, and press Ⓐ to cast it.

If necessary, you will have a short period of time in which you can target prior to the spell being cast.

To stop a continuing spell, press Ⓧ to open the spell selection screen. Choose the spell you want to stop (icons of active spells will be blinking), then press Ⓑ to stop it.

Note: The left/right triggers allow you to scroll through the various spell pages.

USE OF SCROLLS

During your adventure, you will undoubtedly find scrolls containing powerful spells. Open your Inventory Ring, and once you have selected a scroll, press Ⓐ to save it to memory.

Note: You cannot save more than 3 scrolls/spells to memory at a time.

A scroll's level of power is indicated by the color of its seal.

Color of the Parchment Seal: .....Level of power:

white 1

yellow 2

orange 3

green 4

blue 5

red 6

pink 7

violet 8

brown 9

black 10

PRECAST SPELL

Once you have saved a cast spell or a spell from a scroll to memory, you can cast it at any time, by pressing Ⓨ.

Select the spell to be cast by using the left/right directions on your Directional Pad, and press Ⓐ to cast it. Pressing down, using your Directional Pad, lets you leave the screen for selecting a precast spell.

THE RUNES

To help you on your adventure, see the following summary table of the runes, including their meanings and respective combos:

Name	Meaning	Combo
Aam	Create	➡
Nhi	Deny	⬅
Mega	Improve	⬆
Yok	Fire	⬇ ➡ ⬆
Taar	Projectile	➡ ⬇ ➡
Kaom	Protection	⬅ ⬇ ➡
Vitae	Life	➡ ⬆
Vista	Vision	➡ ⬇ ⬅
Stregum	Magic	⬇ ➡ ⬆ ➡ ⬇
Morte	Death	➡ ⬇
Cosum	Object	➡ ⬇ ⬅ ⬆

Name	Meaning	Combo
Comunicatum	Communication	➡ ⬇ ⬅ ⬇ ➡
Movis	Movement	⬅ ⬇ ➡ ⬇ ⬅
Tempus	Time	⬆ ➡ ⬇ ➡ ⬆ ➡
Folgora	Storm	➡ ⬆ ➡ ⬇
Spacium	Space	⬅ ⬇ ➡ ⬆
Tera	Earth	⬆ ➡ ⬇ ➡
Çetrius	Poison	⬇ ➡ ⬆ ➡
Rhaa	Weakness	⬇
Fridd	Cold	⬆ ⬅ ⬇

The Spells:

Below are the sequences for the most popular spells. If you find a rune sequence that has a meaning, it is most likely a new spell. Don't hesitate to experiment and try out new things!

Sequence ..... Spell		
Mega, Vista		Night Vision - Improves the spell caster's vision and highlights items.
Aam, Taar		Magic Missile - Magic energy projectile.
Aam, Yok		Ignite - Lights any flammable material, for example, torches, in the area closely surrounding the hero.
Nhi, Yok		Douse - Douses flammable materials - can even reduce some fire attacks.
Mega, Vitae		Heal - Heals any creature that enters the healing aura.
Morte, Cosum, Vista		Detect trap - Booby-trapped objects located nearby take on a bluish tint when the spell is cast.

Sequence		Spell
Mega, Kaom		Invulnerability - Increases the target's level of defense.
Rhaa, Kaom		Decreases the target's level of defense.
Mega, Movis		Speed - Increases character's rate of movement.
Nhi, Stregum, Vista		Reveal - Destroys all illusions, along with invisibility.
Aam, Yok, Taar		Fireball - Hurls a ball of fire at target.
Aam, Vitae, Cosum		Feed - Creates an energy field that sates the hunger of all creatures inside of it.
Mega, Stregum, Vitae		Bless - Increases the power, precision, constitution and intelligence of the spell's target.
Nhi, Spacium		Dispel field - Dissipates an unfavorable force field.
Yok, Kaom		Protection from fire - Reduces the damages caused by heat and fire attacks.
Spacium, Comunicatum		Telekinesis - Lets the character casting the spell remotely use or pick up objects.
Aam, Morte, Cosum		Trap - Once cast, the trap is only visible to the one who has cast the spell.
Mega, Spacium, Movis		Levitate - Lets the character who cast the spell levitate.
Nhi, Cetrius		Cure effects of poison - Heals any poisoned creature that enters the aura created.
Morte, Kaom		Repel undead - Certain undead creatures flee.
Aam, Morte, Vitae		Raise dead - Calls forth one of the undead. This spell is only effective when cast from above an earthen surface.
Nhi, Movis		Paralysis - Paralyses an enemy.
Aam, Kaom, Spacium		Force Field - Creates a force field.

Sequence		Spell
Nhi, Morte, Cosum		Disable Traps - Disarms all traps in an area around the caster.
Vista, Movis		Flying eye - The character casting the spell can explore areas without being seen, thanks to an eye that can fly.
Aam, Yok, Spacium		Fire field - Creates a region of flames in front of the caster.
Aam, Folgora, Taar		Lightning projection - Casts lightning along the path of the caster.
Rhaa, Vista		Confusion - Confuses the opponent.
Nhi, Vista		Invisibility - Lets the one casting the spell become invisible. The spell stops when you attack or activate an object.
Stregum, Movis		Mana Drain - Drains the mana from targets touching the energy field created.
Aam, Mega, Morte		Chaos - Brings about massive damage, as a result of multiple explosions.
Mega, Stregum, Cosum		Enchant object - Assigns magical properties to an object after it has been treated with an agent.
Aam, Vitae, Tera		Summon - This spell makes it possible to conjure a demon. Note: once this creature has been conjured, its behavior remains random.
Nhi, Stregum, Spacium		Negate magic - Prevents any magical events from occurring within the area surrounding the caster.
Aam, Mega, Yok		Incinerate - Provokes an intense combustion of the spell's target.
Mega, Nhi, Movis		Mass paralyze - Paralyses all targets within the area surrounding the caster.
Aam, Folgora, Spacium		Mass lightning projection - Casts several lightning strikes in the area impacted by the spell.
Movis, Comunicatum		Control demon - The character who cast the spell can control a demon previously conjured.
Rhaa, Tempus		Slow time - Time slows down for everyone except the caster.
Mega, Aam, Mega, Yok		Mass incinerate - Provokes intense burning on all living beings near the caster.

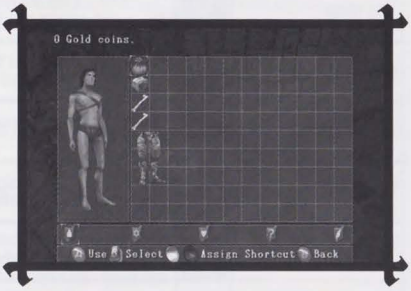
IV. The Quest Book

When you press the BACK button during the game, you will access your Quest Book, the interface of which lets you manage various aspects of your adventure. Use the left/right directions on your Directional Pad to make a selection, then press A to access it.

INVENTORY SECTION

The inventory section lets you access your entire inventory on a single screen. You can also carry out various actions.

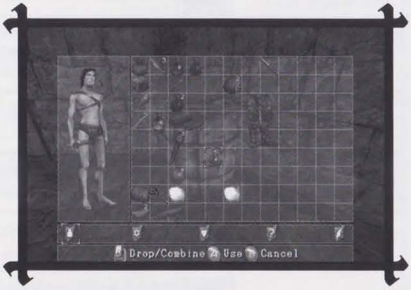
Use an Inventory Object



The A button lets you use the object on which your cursor is located. Note: the cursor is moved using the Directional Pad.

Move/combine Objects in your Inventory

The right trigger lets you select the object on which your cursor is positioned. You can then move it to another area in your inventory. Don't forget to pull the right trigger to release it in the chosen location.



Once an object has been selected, all of the other objects in your inventory except for those with which the selected object can be combined (or, on which the selected object can be used) will be grayed out. Deposit the selected object on the object you wish to use it on, then pull the right trigger to combine the two.

By doing this, you can use a poison potion on one of your weapons, to make it poisonous. Or, you can combine water and flour to make bread. You can also use a rope on a stick to create a fishing rod. There are numerous possibilities. We therefore encourage you to experiment as much as possible in order to discover all of the objects that you can create.

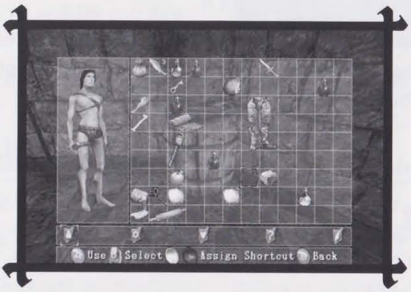
Create a Shortcut

In the inventory section, you can also create shortcuts to make it easier to use certain objects. When the cursor is on an object, click on the Black or White button to assign one of the two to this object. When playing the game, you will then only need to press the button in question (Black or White, depending on your choice) to use the object.

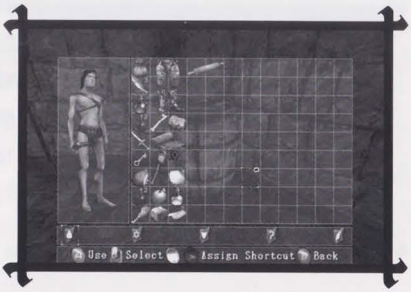
Sort Your Inventory

The left trigger lets you automatically sort your inventory.

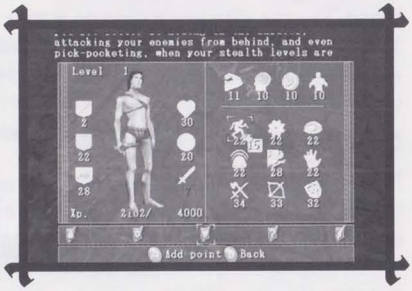
Before sorting:



After automatic sorting:



CHARACTER SHEET SECTION



Throughout your quest, you will receive experience points as a reward for your actions, combats and achievements. Once you've accumulated a sufficient amount of experience, you will win a certain number of points that can be added to your skills/attributes.

Once you've gained a new level, you can distribute your new skill/attribute points in this Character Sheet section.

The Directional Pad lets you select a skill/attribute, and the Ⓐ button makes it possible to add points to it.

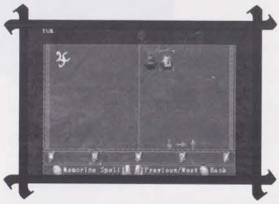
Your number of experience points (XP) is displayed in the bottom left-hand corner of the screen, along with the number of points still required for you to reach the next experience level.

Level of Experience	Number of Points Required
1	2000
2	4000
3	6000
4	10000
5	16000
6	26000
7	42000
8	68000
9	110000
10	178000

SPELL BOOK SECTION

In this section, you can see the spells actually available. Select a spell to view its description. The spell's rune sequence will also be displayed.

To display the sequence of a spell once you've returned to the game, press Ⓐ, once a spell is selected, and its formula will be displayed in the top right corner of the screen, in the form of a memo board.

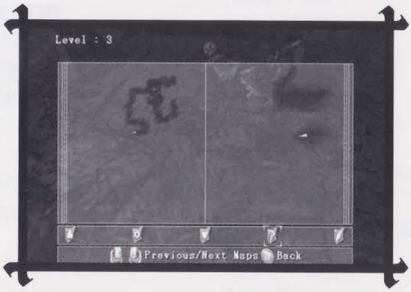


Selecting a rune will let you see its combo.

The left/right controls allow you to scroll through the various spells available that are not displayed on the screen.

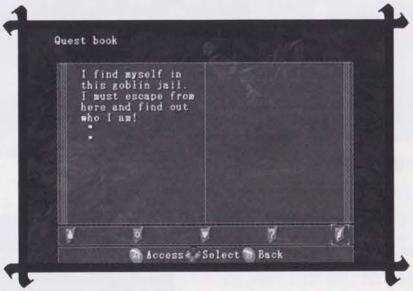
MAP OF THE LEVELS SECTION

This section lets you view a map covering the entire level on which you are located. The left/right controls allow you to display the maps for previous/next levels. If you have a high enough "Intuition" skills score, red points will be displayed to indicate enemies present on the level.



LOGBOOK SECTION

This section is also where you can view your Logbook. Your objectives will be listed in this logbook throughout the game. If you're ever at a loss as to what to do, try giving it a look.



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2) Immediate access to your console so the Representative may walk you through the steps.
3) Pen and paper to take any notes.

*** Phone support is located in Toronto, Canada.**

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HEAVEN'S GOT A HITMAN

I DIED DANIEL GARNER

I WAS SENTENCED TO SERVE IN PAIN SOMEWHERE BETWEEN HEAVEN AND HELL. I LOST MY FAITH, BUT GAINED A NEW NAME. NOW I AM THE ANGELS' ONLY PRAYER.

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MATURE 17+

M

Blood and Gore
Violence

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